

Coleco Vision

# EXPERIENCE

THE MAGAZINE OF VIDEO GAMES AND HOME COMPUTERS / VOL. I, NO. 1

PREMIERE  
COLLECTOR'S  
ISSUE!

\$1.00



## TURBO!

Real-Life Road Racing on  
Your TV Screen

## SUPER NEW CONTROLLERS

for Better Scores and More Fun

## STRATEGY TIPS:

Defeating Zaxxon, Donkey  
Kong... and More

## COMING ATTRACTIONS!

New Games from ColecoVision

## PLUS...

Best Sellers, Arcade Hits, and Videogame Crossword



**THE BEST  
IS YET  
TO COME!**

**COLECO**

# EXPERIENCE

Volume 1, Number 1

Spring 1983

**FEATURES:****Turbo! Road Racing Action On Your TV Screen**

Coleco's Expansion Module #2 brings the arcade game home. p. 8

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Roller and Super Action Controllers do it all... and more. p. 11

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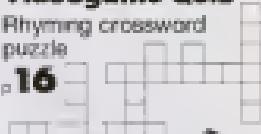
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Pull-out ZAXXON wall poster

**On the Cover:** A futuristic alien planet video game, developed by ColecoVision and sci-fi wizard John Dykstra to show what tomorrow's games may look like. Dykstra's other achievements include special effects for the movies Star Trek, Starship Troopers, and Jaws. See page 8 for more details.

## A LETTER FROM

# COLECO VISION

To Our Readers

**To Our Readers**  
Welcome to the first issue of *Collect/View EXPERIENCE*, the magazine for everyone interested in state-of-the-art video games and home computers. *EXPERIENCE* because we think that a

We're publishing **EXPERIENCE** because we think that a just plain fun as ColecoVision deserves its own magazine—a ColecoVision every day.

EXPERIENCE will give you the most up-to-date strategies for improving your game scores and exclusive reviews of the latest—and upcoming—ColecoVision Expansion Modules and game cartridges. EXPERIENCE will make sure that you're always on top of the latest news and developments in the ColecoVision world. We'll award you

**EXPERIENCE** will make sure that you've always on top of the best selling arcade and home video games. We'll answer your questions and give you expert technical tips on how to keep up-to-date in the playing form. Plus we'll keep you updated on what we're doing here in our Hartford headquarters—and around the world—to make sure that ColecoVision is the most innovative videogame/home computer system around.

For example, in our next issue we'll profile our revolutionary Computer Expansion Module which lets the advanced technology already inside your ColecoVision turn it into a high-tech full-function home computer.

From microchips to DOSKEY 3000™ from arcade-quality graphics to ZX8000,™ we're proud of our innovative ColecoVision video game system. We want to share that pride with you—your personal window on the future. Where your vision is our

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Alfred Kahn  
Vice President, Marketing  
Celanco Industries, Inc.

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## **EXPERIENCE**

西昌 2010 年度预算报告

THE JOURNAL OF CLIMATE Vol. 19, No. 10, October 2006

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As a result, the number of people who have been infected with the virus has increased rapidly, and the number of deaths has also increased. The World Health Organization (WHO) has declared a global emergency, and many countries have imposed strict travel restrictions and quarantine measures to prevent the spread of the virus.

## ColecoVision™ To Form Video Club

As part of its continuing commitment to ensure that owners get the most value and fun out of their ColecoVision system, Coleco plans to form the ColecoVision Video Club.

Club members will receive special offers on CateyeVision products, including glasses, accessories and lenses. Club members will also be among the first to know about the latest CateyeVision developments in the field of eyewear and frame accessories.

**EXPERIENCE** will be the official magazine of the ColecoVision Video Club and will be distributed free to all members. **Experience** is a Greater Member of the ColecoVision Video Club now. Send the attached registration card plus membership fee to: T.O. Box 1000, Coleco, and be among the first to receive

### **ColecoVision Introduces Expansion Module #3 to Play Super Game Wizards**

Following the unveiling of two new game controllers at the Consumer Electronics Show in January (see page 11), Coleco Industries has announced the introduction of the third in its series of expansion modules for ColecoVision video game systems.

**Expansion Module #3** increases the Super Game Module's game library by adding 100 new games. Expansion Modules #1 and #2 (Module #3 plugs into the expansion port on the ColecoVision console). Once hooked up, the Module is ready to receive the latest in home video game programming technology—Super Game States. These states expand the module's memory, storing every detail of the arcade games—including Super Games like International and Special events like the ability to post the names of high scores on the screen. Super Game States even provide playing with challenging new

other game varieties not found in  
a menu.

Each Expansion Module = 1  
Power Cell + 2 Boxes Water



CalgaryVidcon Opens to Back Reviews

The \_\_\_\_\_ are in. From the plodding business reporters of the New York Times to the avid game fans of the video game press, everyone's writing about video games. Here's a roundup of what the critics have been saying.

HOME WORLD January 1985

“I’m not really too worried about the huge amount of dust it’s kicked up, as long as the primary doesn’t look so good.”

• ColcoVision just may be the home arcade system of the decade. Hong Kong may well be the best video game paradise ever created.

“I’m not from the land I live in now outside the cracks...”

"Quality—produced and by others—speaks well. Gothic Windows & Doors—  
quality—are generally superior to those of its competitor."

The Colloca Vision roll-out across Australia is now complete.

# WHAT'S NEW

## A round-up of the hottest new ColecoVision game titles—Plus two new controllers

Popular Arcade Games ColecoVision home versions of arcade hits



**VICTORY**™ by Century You're in command of the most maneuverable ship in the universe—a Battlestar—in this superb rendering of the arcade winner. Attack alien ships and perhaps others to prevent them from establishing deadly bunkers on the planet surface. Your shields and Doomsday Device can help protect you if the going gets rough, but in the end only quick reflexes and cool thinking can save your planet. Can you meet the challenge and light on to victory?



**SPACE FURY**™ by CECOM A haughty one-eyed alien commander has challenged you in space combat. He has an entire star fleet at his disposal. The battle begins as his scout ships attack. Flyng fiercely. Link your ship with friendly space craft to acquire multi-directional firepower. Combat the alien destroyers, cruisers, and finally the entire alien fleet in a cosmic super battle of quick thinking and fast reflexes.



**LOOPING**™ by Venture Line Try this exciting new cartridge from Coleco—and find out how good a pilot you really are. You're in the cockpit of a fighter biplane and your mission is to penetrate enemy air defenses. Take off from your wing and dodge enemy observation balloons (if one hits you you're done for) then ram into your opponent's air terminal and fly onward into even greater danger. A fantastic maze in the air will test your maneuvering skills.

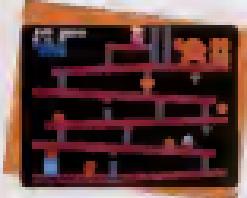
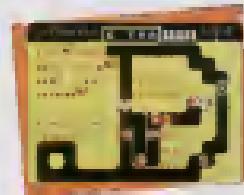


**GORG**™ by Midway This fast and furious arcade hit comes home on your ColecoVision with all five levels of intergalactic thrill attack! Fire your laser cannon through holes in energy shields as wave after wave of alien ships attack. But watch out: they're firing missiles, lasers, and bombs at you! Each different attack level brings a new and more deadly form of assault. Can you penetrate far enough to meet the Gorg母ship in final battle?

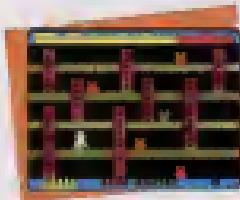


**SLITHER**™ by Century II You'll find virtually every detail of the popular arcade game on this ColecoVision cartridge. Use the new Roller Controller to defend your turf against snakes and other desert creatures. You can shoot toward and backward, but you better shoot straight because a miss-hit turns every snake into two. Watch day turn to night as you battle on and on against the desert predators in down-to-dusk video game action.

**MR. DO!** "by Universal Electronics: the cutest little burrower you've ever seen collecting apples as he tunnels through the garden. But his natural enemies pursue him relentlessly through his own tunnels. Only a shower of big apples or a cleverly thrown ball can keep Mr. Do! alive! Fascinating maze action with marvelously detailed graphics make Mr. Do! a video game must."



**DONKEY KONG JUNIOR** "by Nintendo: Kong is Back! Only this time he is the one held prisoner by his old foe Mario. Can Kong Jr., the big Ape's infant son, save his father? To regain his powers over Daddy he'll have to swing on vines over snapping creatures to reach a special key, climb hanging chains, leap perilously through space, and then evade falling handbags and electric spikes. As graphically detailed and marvelously challenging as earlier Kong games, DONKEY KONG JUNIOR comes the Kong saga to new levels of fun."



**SPACE PANIC** "by Universal: Panic is the name of the game as your spaceman moves along the different floors of a gigantic, gaudy structure, climbing up and down ladders and leaping from horrid space monsters. If you're clever enough you can trap the monsters by digging holes in the floors but be quick—you have a limited oxygen supply. Eight different screens make SPACE PANIC an ever-changing challenge."



**PEPPER II** "by Epyx: The craziest maze game you've ever seen—and the most fun! Guide Pepper through a zipper-like maze, closing off rooms and capturing treasures. Your foes, Roaring Eyes, and the Zipper Pepper, pursue you relentlessly. But if you can enclose a room with a pitchfork or magic box in it, you can turn Pepper into an eye-hunting devil for a few moments. A staggering variety of different zipper mazes make PEPPER II a game that offers endless fasten-action!"



#### Gaming: ColecoVision™'s fascinating world of games of chance and skill.

**KEN USTON BLACKJACK / POKER** "by Coleco: Game master Ken Uston teaches you the basics of Casino-style blackjack and poker. An on-the-screen dealer actually shuffles the cards and deals out your hand! Learn when to "stand pat," when to say "hit me" and when you can bluff. The screen image gives you all the details with full clarity—from the values of each hand to the dealer's sly smile."

**ColecoVision® Sports Games:** Many of ColecoVision's sports games feature sensational action that allows you to control your play, using the ColecoVision Super Action Controller.



**BASEBALL** by Coleco It may be the most realistic sports action game you've ever played. Hit, bunt, steal bases, and catch fly balls with the Super Action Controller. Watch the onscreen scoreboard while you plan your game strategy. True-to-life two-player action pits you against your friends for even greater gunfire excitement!



**FOOTBALL** by Coleco Match your gridiron skills against your friends with ColecoVision™ FOOTBALL, a two-player game that has all the thrills and strategy challenge of real football. You and your opponent pass, kick, run, block and make tackles. Use the Controller's speed control to speed up or slow down the action. Choose your runners and receivers with multiple quick-action selector buttons. Then head for daylight as you run, fade back to pass, or defend your goal line!



**ROCKY™ BATTLES THE CHAMP** by Coleco You're in the ring, ducking, jabbing, and throwing haymaker punches in this thrilling sports game for two players. Wrestle back and forth in the ring as you look for an opening, then throw your best hook at your opponent's jaw—going for the knock-out punch. Can you slug it out against the Champ? Or will you end up on the ropes, and staggering as the Champ's one-two-punch leaves you stunned?



**SKIING** by Coleco Take a ski vacation right in your living room! ColecoVision's skiing lets you get to the slopes without wasting in lift tickets, and gives you two kinds of skiing action: skitrail or slalom. Watch out for trees, moguls, and out-of-control skiers as you race downhill against time. You'll need coordination and balance to stay on your feet just like in the real sport. The tips of your skis remain onscreen to help guide your path down the mountainside.



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# BEST SELLERS

## Arcade Hits

Here are the hottest Arcade Games in the Nation, as tabulated in a survey by ELECTRONIC GAMES magazine. Games available from Coleco or scheduled soon for release by Coleco within next six months, are marked with an asterisk (\*).

### 1. DONKEY KONG™

By Nintendo

### 2. TRON

By Midway

### 3. MS. PAC MAN

By Midway

### 4. GALAGA

By Midway

### 5. ROBOTRON

By Williams

### 6. ZAXXON™

By Sega

### 7. DIG-DUG

By Atari

### 8. JUNGLE KING

By Taito

## What's Your Favorite ColecoVision Game...and Why?

Do you have a favorite ColecoVision game? If so, we'd like to know what it is! And we'd also like to know why you like the game you do. Is it the graphics, the characters, the difficulty...or other factors? The kind of information you tell us will allow us to make the best in video game guides possible—send your favorite ColecoVision game information to:

### FAVORITE GAMES

ColecoInk@ix.netcom.com  
Or寄至：Coleco, 1000 North Broad Street, Philadelphia, PA 19101.



## ColecoVision™ Hits

Below you'll find the most popular ColecoVision game titles. ColecoVision and related game systems are available from Coleco for about \$100. C = ColecoVision; A = Atari 2600; C/A = ColecoVision/Atari 2600.

### 1. DONKEY KONG™

(Included with all ColecoVision video game systems; C/A)

### 2. ZAXXON™

(C/A)

### 3. VENTURE™

(C/A)

### 4. LADYBUG™

(C/A)

### 5. COSMIC AVENGER™

(C/A)

### 6. MOUSETRAP™

(C/A)

### 7. CARNIVAL™

(C/A)

### 8. SMURF™ RESCUE IN GARGAMEL'S™ CASTLE

(C/A)

## Up and Coming

1983 is going to be a great year for video game catalogues. Look for these exciting new ColecoVision game titles in the months ahead:

### DONKEY KONG JUNIOR™

### LOOPING™

### SLITHER™

### SPACE FURY™

### SPACE PANIC™

### PEPPER II™

### GORF™

### MR. DOI™

### BUCK ROGERS™

### PLANET OF ZOOM™

### VICTORY™

### KEN USTON BLACK JACK/POKER

### ROCKY™ BATTLES THE CHAMP

### BASEBALL

### FOOTBALL

### SKIING

# TURBO!

## ROAD-RACING ACTION ON YOUR TV SCREEN



**CE** It's like in the theater. You look at the big racing-style screen—each for the greatest sense of the atmosphere—pedal and gear shift. The unbalanced engine sound. The road course twists and turns, an angry serpent while your lightning-quick ability for position around you. Of course, it's never tension, there is long suspense when you hit top speed. Suddenly, on a tight curve, the voice on your left says Get, giving you the opportunity you need to squeeze by as you enter—a stunning bend after the corner—and you're in the lead. *Just like racing?* *Just like the TURBO™ experience?*

The realistic road racing action derivation from a movie or a sports show. It's *TURBO*, a fast-paced three-dimensional arcade racing game that puts you in control of a car zooming along city streets, through tunnels, down highways and by sea-walls.

Videogames are living up to credit for the planned-to-death games. Now all the thrills and excitement of the Formula 1 racing experience can be brought home. That's why ColecoVision's Turbo Expansion Module is the innovative driving system that comes new ground in video arcades today.

### Expansion Module #2

**ColecoVision Expansion Module #2** is another example of the innovative add-on capability that makes ColecoVision the most sophisticated forward-looking video game system around. The Module plugs easily into the expansion port of ColecoVision—simply plugging it into the socket at a high performance racing car we revved up for supercharged motor sports action.

The Module consists of a massive cockpit/steering wheel and seat assembly. It also features a foot pedal that combines the function of both accelerator and brake, providing down speeds of 100+ mph, reducing the press of the vehicle rapidly. A standard ColecoVision controller handles the car's compartment in the disk and its joystick even responds to the right of the wheel to become the gear shift. High impact rubber tires hold tight the dashboard and accelerator/brake pedal steady during spirited play.

All the elements of Expansion Module #2 combine to recreate with an extraordinary accuracy the feeling of being behind the wheel of a real race car. Unlike most such Models includes a few fixed video game cartridges, the person choose to enable a ColecoVision owner to experience the thrills and chal-

lenges of driving a real race-car home!

Other ColecoVision driving games that can be played with Expansion Module #2 are just down the road. Already announced is *Construction Derby*, a fast and fun demolition derby that lets a player place either cars without doing any real damage.



The realistic road racing option isn't from a movie or a sports show. It's *TURBO*, a three-dimensional fast-paced racing game that puts you in control of a car zooming along city streets, through tunnels, down highways and by sea-walls.

### The Turbo Experience

Anyone who has ever played the original game knows that Sega's *Turbo* takes the concept of video game racing into a new dimension of sight and sound. Thanks to the innovative technology of Expansion Module #2, ColecoVision's

TURBO cartridge faithfully reproduces the arcade driving experience. In fact two key features—the detailed tape car cockpit and the authentic reproduction of driving sounds—distinguish ColecoVision's *Turbo* from all other home driving video games.

Just like the arcade game, the object of *Turbo* is to control a race car's speed and direction while hurtling along a course, passing other cars and avoiding a variety of dangerous obstacles. The score in the game is set in determined by the number of cars passed and the distance covered.

Also like the arcade game, the basic version of *Turbo* has a race course characterized by more than forty evenly spaced, randomly inserted—plus the unsurpassed graphic resolution and detail typical of all ColecoVision games.

But there is more to *Turbo* than meets the eye. The cartridge comes complete with realistic sound effects, including the roar of the tape car's wheels and the shrill of maximum revs on the straightaway. In fact the turbo cartridge also goes so far as to simulate the driving sound of an oil slick under the wheels and tires brushing against the edge of the road.

### A Real Racersense... Recreated on ColecoVision!

There is a saying about Formula 1 that some experienced drivers have figured out. The race is won or lost based on the exact road course used in the famous Grand Prix of Monaco. In fact, Sega has an earlier separate game called Monaco 1970.

As at the real Monaco, the race version of the race begins in a setting of urban high speed. The first portion of the course takes you through city streets complete with buildings reproduced in great detail. Then it's out into the countryside and along a straightaway where you can really position. But watch out, as there are a series of hills that are particularly challenging because they obscure the cars in front of you and it takes four reflexes to avoid a crash.

Next comes a closed track-based highway, and your oil slicks are just beginning. Because you're headed toward a darkness tunnel that runs into a tunnel built on the real Monaco Race Course called appropriately "The Tunnel of Death." After that there is a winding river section that requires the greatest driving skill to negotiate, followed by another straight segment that terminates the treacherous riverbank course near Monaco's actual Hotel de Paris.

There is a true story about the Hotel

de Paris that road racing buffs info-  
tional of killing. During one Monaco  
Grand Prix in the 1950's a driver careered  
off the highway and smashed  
right through the front glass of the  
hotel, passed through the lobby and  
finally came to rest in the bar. The host  
driving the driver away when the driver had  
plowed into an unapproachable manner offer-  
ing him a glass of champagne and a  
chili dinner, along with a deignified  
"Welcome to the Hotel de Paris, Monte-  
carlo."

Other portions of the track course  
include a snow-covered road that actually  
rears up steeply when you drive  
over it and will pitch you into a pond if  
you're not careful. There's also a man-

hunting night driving segment where the edges of  
the road and other race cars glow faintly in the  
gloom and a sharp eyeight is essential to avoid disaster.  
(By the way, the real Monaco Grand Prix is held  
during daylight hours in summer so rumor chaser  
Serge has taken a few liberties here. But everyone agrees  
that the snow and darkness only add  
more excitement to the course.)

For the thrill of a genuine road race  
in your free time, try the super-performance  
Ledes and gentlemen, start your engines!

Deep in the dark  
dark corners  
there are places  
as scattered as the  
Candyland ridge  
and the Candy  
Mountain. If you  
travelled 10 minutes  
longer you'd be  
missing lots.



## Learning to Drive a

# TURBO™



Experienced turbo drivers say there  
is a group of special techniques involved  
in improving your compass,  
speed and avoiding path  
sweat. Here are a few tips from the  
game pros:

1. Before you begin the game, use the driving module in front of your television set so that you know better. You should sit in a chair with the pedal beneath your right foot and the wheel console firmly fastened by its rubber foot and section cups to a little in front of you. Don't try to drive with the wheel at your lap or while walking on the floor—these positions allow up your reflexes too much to yield good scores.
2. Shift into high gear as early as possible—preferably within three or four seconds of the start. Stay toward the center of the road during the city portion of the course, and watch the horizon for approaching vehicles and obstacles. Remember, it's very normally desirable to use the shift except when starting the race or restarting after a crash.
3. Use the accelerator pedal to vary your speed when approaching difficult situations. Bear in mind that releasing the pedal completely activates the brakes and stops you down quickly. As you move into the hill portion of the race course, a hump in the road con-



stures approaching vehicle, you may find that braking to avoid a car that suddenly appears can save you from a crash.

4. If you crash, return the car to low gear and move to the center of the road—where you'll have the greatest chance of being hit by another. After a few seconds, accelerate, shift back into high gear and continue the race.
5. Two sections of the course are extremely dangerous, and you should slow down for them: the Snow-covered Road (the portion either end where the road is white) and the Sweeping Swallow Bend (near the race curves off to the right). In each section, slow to a snail's pace, that of the other cars around you, and concentrate on avoiding collisions rather than passing. Be particularly careful on the Snow-covered Road; your steering reactions should be gentle and gradual, or you may lose control of the car.
6. When you hear a siren and see a flag, an ambulance is approaching from behind. You cannot outrun the ambulance, no matter what your speed—the law dictates it's slow down slightly just to one side of the road and wait until he passes. Once it has passed, you can again accelerate to full speed without fear of hitting the ambulance from behind.

# NEW COLECOVISION CONTROLLERS

## The Arcade Experience and Beyond!

**A**dvanced arcade-type controllers for the home are the greatest cause in video games. On the leading edge of this trend are two new controllers from ColecoVision which incorporate highly sophisticated arcade game playing capability. Both new controllers take advantage of the micro-processor interface technology that lies at the heart of every ColecoVision system—a technology that makes ColecoVision more computer-like than video-game

### The Super Action Controller

ColecoVision's new Super Action Controller (which plugs easily into the basic ColecoVision video game system) goes beyond any home controller in full action play. In fact, the Super Action Controller has been described by Coleco engineers as "the controller that every home game player would have designed if there had the opportunity to do so."

The Super Action Controller takes game play forward in game play and control by offering even more play action options. In addition, the Controller gives maximum hand-eye coordination and provides a real challenge to even the best video game players.

The most obvious feature that sets the Super Action Controller apart from other home video game controllers is its advanced space-age design. Hundreds of hours of testing, combined with a detailed analysis of the human anatomy went into making this design. The end result is a shape which conforms comfort with highly developed playability.

During the research phase of the Super Action Controller development project, Coleco engineers found that game accessibility can be improved if muscle fatigue is reduced. As a result of this research, the Controller has a carefully designed, molded polymer shell which conforms to the all-grip handle, providing a firm hold for speeded joystick use and reduces the tendency of the hand muscles to become tired and fatigued during play.

If the space age shape of the Super Action Controller is sophisticated, then

its functions are positively futuristic. A number of highly innovative elements combine to make the Super Action Controller the hottest controller of the future... today!

There are four color-coded trigger switches contoured to the shape of the fingers and built into a pistol-grip handle. These trigger switches have been specifically designed for maximum play area control and have been carefully positioned to take advantage of the natural quickness of a player's index finger.

The Controller also incorporates a super-sensitive 8-direction joystick which provides the player with full field movement. A thumb-operated scroll wheel of play and a 12 button key pad with a variety of game playing functions has also been incorporated into the Controller design. Of course, the Super Action Controller is completely compatible with all ColecoVision Games.

The combined features of the Super Action Controller result in what every home video game player wants and needs: lightning fast response to the action, more control over the operating buttons and triggers, and a minimum of muscle fatigue.

### Controller Strategy: Offense or Defense

The Super Action Controller will be available in two models: one a package of two complete units.



The Super Action Controller features:

- 4 pistol-grip triggers for play area control
- 8 direction joystick for field movement
- Scroll wheel for precise character speed control

a few additional cartridges. The two controllers are provided so that players can compete in the exciting new ColecoVision World games where they can actually plan strategies as if they were managing their own professional teams right on the field.

Although the Controller has been designed for faster reaction, quicker timing and improved access with any ColecoVision game cartridge, it really comes into its own with such intense ColecoVision sports games as *SOCCER*.

For example, when playing *ColecoVolleyball* with the Super Action Controller, the pitcher-defense player can use the four trigger buttons to select the speed of his serve. Plus he can use the joystick to control each pitch throwing it straight or curve ball to the pants. He can also use the control triggers together with the joysticks to position hidden catch line drives and throw sunburns out.

The opposing batter-offensive player can use the Super Action Controller to let away or bunt. He can also maneuver the control triggers to advance the batter and base runners, and even to steal bases.

### The Roller Controller

*ColecoVision's Roller Controller* (which fits the Super Action Controller plug directly into the ColecoVision system) duplicates the smooth spinning-ball feel found in the best arcade games. As a result, the Roller Controller (more than 500 other home controller puts the play in *Slither*) into the heart of the on-screen action.

The Roller Controller's steering console features a free-rolling ball that provides players with full 360 degree ball movement of game characters. The Controller also gives players the ability to move game characters to just the

desired 3D effect. Roller Controller's full-speed capabilities which set the Roller Controller apart from other home cartridges and allow it to adequately increase the playing experience found in sophisticated ball-type control arcade games.

ColecoVision engineers spent more than a year investigating arcade game technology in preparation for the Roller Controller's introduction. As a result of these studies the engineers chose to incorporate another important arcade-style element into the Controller console—dual rapid action firing buttons. These buttons give players at home the same ability to fire up clip in both directions that arcade players enjoy.

The two standard ColecoVision

controllers fit into compartments on each side of the Roller Controller console. The control sticks and 10 outlet keyboards are then used for gameplay options in the action packed new ColecoVision cartridges designed specifically for the Roller Controller.

What is Coleco planning to do for an encore now that they've gone the arcade games one better? Nobody's saying just yet, but it's a safe bet that something appears! We sincerely appreciate a well-deserved press pass. At the Advertising Department and Development Department I always need if you can think of it, we're probably already working to make it happen.



# FEEDBACK

In the first issue of EXPRESSION, we asked the operators at Coleco's toll-free customer service number (1-800-840-1233) to supply us with a list of the most commonly asked questions they received. These operators have responded with our answers below. In future issues, we'll be answering any reader questions—for questions on installations related to The World of ColecoVision™. Please address your comments to ColecoVision FEEDBACK, 66 Quaker Lane Road, West Hartford, Connecticut 06110.

## How Many Games on ColecoVision?

**Q:** Exactly how many games can I play on my ColecoVision?

**A:** Hundreds! In addition to the ColecoVision cartridge inventory available, dozens more are planned by the end of 1982—many of which are well-known arcade hits. But with ColecoVision's Expansion Module #1, you can play any cartridge compatible with the Atari® 2600 VCS®/the Seven Video Arcade™ system. That means any of the two hundred or so cartridges made for the Atari 2600 VCS can be played on ColecoVision. It also means you will cartridge library won't become obsolete when you upgrade to ColecoVision—and plug in the Expansion Module and keep playing your old cartridges as well as your new ColecoVision cartridges.

## ColecoVision's Computer

**Q:** I keep hearing about a ColecoVision computer in Coleco's ads and brochures. What will it do? And when will it be out?

**A:** Glad you asked! In one sense, the ColecoVision computer is "out" right now. The processor and memory of the ColecoVision video-game system in your home is already the heart of a full-power, high-technology computer. The computer you're referring to is what Coleco calls the Computer Expansion Module, which

when connected to the Expansion Port on any ColecoVision will lap that computer creating estate of the all computer system.

The Expansion Module will provide all the special electronics necessary to make ColecoVision an easy to use and full featured home computer in that the ColecoVision home computer will be no-pain setup, fast and so easy to use that it will be enjoyable and useful for the beginner and the computer pro.

The complete ColecoVision video-game/computer system will provide more value per dollar than current home computers. Of course, the ColecoVision system will continue to provide the same superb graphics and video game action that you expect.

The ColecoVision Home Computer Expansion Module will be available later this year and we will cover the introduction and technology in full detail in the next issue of EXPRESSION. We can hardly wait!

## Videogame Lifespans

**Q:** Is it possible to wear out a videogame cartridge by playing it too much? How long should a game last if played an hour a day? And is it possible to damage a game by storing it too high?

**A:** Let's handle your questions in order. First, since there are no moving parts you can't really wear out a Coleco game cartridge unless it's abused. Contrary to what some people think, there is no tape inside a game cartridge just stationary solid state electronic chips. The only thing resembling aging in a game cartridge is a very slight wear on the connecting contacts which occurs each time you insert or withdraw the cartridge. But don't worry, Coleco game games design ColecoVision game cartridges to withstand up to 1000 such insertions. That's equivalent to putting a cartridge in ColecoVision three times a day each day for almost ten years! So for practical purposes, your ColecoVision has an almost unlimited lifespan.

As for "wearing the bank" by scoring very high ColecoVision cartridge scores, they're designed to roll over—return to zero—but who game-player scores exceed the frequency of

the screen a dig it to show it. The only thing that might be slightly damaged is your pride, since that super high score could went off before you have a chance to show it off!

## Why ColecoVision?

**Q:** How does ColecoVision compare with Intellivision™ and the Atari 2600 VCS? How does it compare to the new Atari® 5200™?

**A:** Probably the most obvious difference between ColecoVision and other video game systems like Intellivision and the Atari 2600 is graphic quality. ColecoVision's graphics are outstanding because the basic picture element (known as the pixel) is designed to deliver a sharper arcade-like image to the screen. While most ColecoVision cartridges do graphics so that you get far more action on every screen.

In addition to superior graphics, hundreds of cartridges can be played on the ColecoVision system. There are currently very few games available for the Atari 5200.

ColecoVision quality and gameplay features are made possible by a highly sophisticated microprocessor which lies at the heart of the system. This microprocessor provides ColecoVision with



bulletin board expandability. For example, with Expansion Module #1 you can play Atari cartridges on ColecoVision while Expansion Module #2 brings you a new level of realism to home driving games like TURBOCH®. Later this year Coleco will be introducing a new Expansion Module option of ColecoVision making ColecoVision into as easy to use full featured home computer.

The key thing to remember about ColecoVision is that it is more than a great video game system—it's a home computer too!

# STRATEGY TIPS

In each issue, Strategy Tips presents proven techniques for improving your scores (and staying alive) on ColecoVision game cartridges. These concepts have been thought out and tested by Coleco's professional game-tester and military flight instructors used by the designers of the game themselves. This month's dual focus is on the three-dimensional space battle game—*Zaxxon*—and the enormously popular power steering game—*Quack! Quack!* Both articles evaluate all help other tips, including "How to Beat" and "Cosmic Asteroids."

## How to Beat:



### Warrior Robot Invasion of a Deadly Heating City in Space

*Zaxxon* is a fantastic three-dimensional space battle game that puts you in control of a futuristic spaceship. Your ship zooms over planetoids, then down to bomb enemy fighter planes, and attacks deadly industrialists. Your ship must avoid hazardous solar风 (radioactive) fields and enemy fire. Too much has been said about the most graphically realistic-acted videogame ever. The game set a new standard for realism when it introduced its intricate collision detection code, bringing the game excitement into your home.

players challenge a force. No one would call it an easy game, so master particularly at the higher skill levels. But by studying the programmed moves of the many forces involved, it is possible to greatly improve your scores and conveniently keep a chance at destroying the mighty warrior robot itself.

- Before you pick up the controller to start the game, it is important to have a good idea of the powers of each of Zaxxon's differing elements. On both external surfaces there are plumed lanterns which can destroy missiles, missile units in the ground, and vertically moving missiles, and homing missiles that track your spaceships if you trigger too long at high altitude. These last missiles must be hit several times to be destroyed. They are an extremely dangerous cylindrical further to supply additional power for your ship when hit.

(the energy is transferred automatically when one explodes). Since your ships just run like quickly, it's important to hit the fuel tanks constantly during the early portion of the game to regenerate your supply.

Between the first asteroid and the second there are enemy space tugs, which also fire missiles. And on the second asteroid are ponderous saucer-shaped robots which move toward you individually or in groups of three.

### Enemy Targets

#### Enemy planes



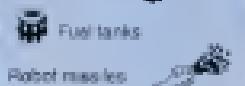
Zaxxon

Mobots

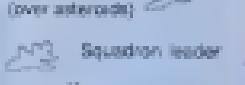


Gun mounts

Base missiles

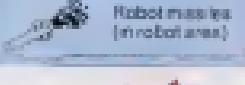


Fuel tanks



Robot missiles (over asteroids)

Squadron leader

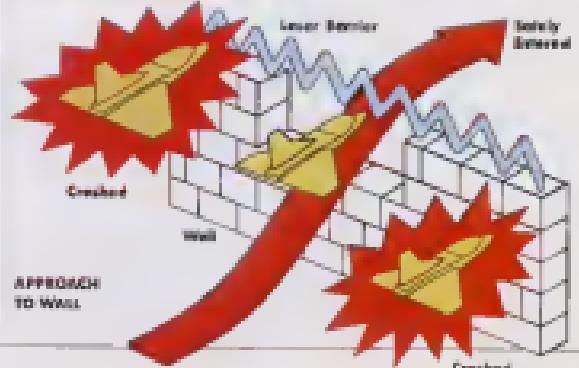


Robot missiles (in robot area)

The final opponent is the money-potable, a bipedal robot fortress with robots on its shoulders and a homing missile cradled in its side. Each of these opponents can be destroyed if you can determine the orders the master Zaxxon computer has given them and will quickly follow its instructions.

- At each round spans your ship approaches the final wall, which is topped by a high wall. To avoid crashing into the wall, let your laser cannons to cover your right wing. Since the laser cannons always shoot the source where your ship is located, plan the path of your ship if your opening shot strike the wall move until they pass through the center area of the wall's opening. This will ensure that you enter the asteroid safely.

- As you fly along the surface of the asteroid stay low enough (about the half mark on the altimeter scale at 100) to hit the lanterns and tanks on the external surface. Keep to the left as much as possible, destroying enemy lanterns that are being held. If you've harvested the lanterns that surround them, the lanterns will turn forward and sideways, and their missiles move rapidly so you'll almost certainly be hit if you get close to a lantern without destroying it. Fire at the lanterns from a position whenever back to the right to hit lanterns. Remember to save strength for the relatively moving lanterns that comes out of the ground surface and don't forget the equally deadly lanterns launched from the lanterns. Don't climb unless necessary to avoid a missile or a wall—even bad seconds at high altitude will bring a test. Hard to avoid.



homing missile down on you. Flying Goombas attack like the most heavily congressional ground hooligans at the first advanced school reunion. If you try to beat them off every few seconds, it pays to choose to concentrate on staying alive by constantly changing altitude and position. Real fighters prefer to let their rapid motion knock flying Goombas off balance so they can easily whack them.

#### Combat with Mario!



#### Advanced Participants:

- After you leave the first section to enter deep space, move toward the center of the screen to gain yourself maximum maneuvering time for the first of three enemy fighters. You'll find that they're very hard to hit until they approach and prepare to launch their missiles. The best technique for survival in deep space is 1. Wait until Goombas appear in front of your ship. 2. Fire as quickly. 3. Dive and climb immediately. On this and most other occasions if you hit the enemy fighter its missile will still destroy you. Practice this wait-fire-dive sequence until you can consistently destroy the enemy fighters. By the way, it can't hurt to start firing at enemy fighters as soon as they appear on the edge of the screen. Unfortunately long distance fire isn't hard to come by.

- The section will abruptly slow as you approach the tiny planet. Move your ship to the right 10 times during this period and turn back so the screen is to your left. Then run to an altitude of about 200 pixels on the surface of the planet and begin firing as rapidly as possible.

When you do this, it's fairly safe to let it go for a few seconds because if you fire at it longer, you can cause it to do a 180-degree flip. Remember only multiple hits of the right height can destroy it, and earn you points. If you can't score three hits and destroy the floating missile, your life will at least drop double back, and you can begin another round of attack. Good luck and good hunting!

—John the Farm Cat spread to the border as you pass it and burn Mario as he tries to stop you.

• Generally speaking, it's not advisable to grab a Hammer unless you're surrounded by enemies or traps. The few points you pick up using the Hammer aren't worth nearly as much as the bonus points you'll score by continuing to climb up the screen.



#### Quick Tips:

## DONKEY KONG AVENGER

#### Don Caves

In the opening stages of *Donkey Kong Avenger*, stay near the planet surface using bombs and cannon fire to destroy missile launchers. Keep your speed rising for maximum point score—particularly as you near the site cavern—and stay toward the center of the screen in the following sections before reaching the site cavern. Otherwise, you could hit the cavern walls instead of jumping safely.



#### Serpent Room

When entering the Serpent Room on volume 1 and level 1 remember that the serpents cluster near the top of the room. Go going in there is almost certain death, but entering at the bottom will give you time to get off a couple of quick dives—one high and one low for that pentagonal trick room—that will kill two of the snakes and give you some lightning room. Don't hesitate in firing your arrows, but make a baseline for the 1000s. If you wait too long a Hellhopper may get you before you can issue the room safely.

## How to Beat: DONKEY KONG

# HELPFUL HINTS

- One of the most important tricks to start is accelerating Mario's climbing speed. By rapidly pressing the joystick, spend no credit but have when Mario begins to climb a ladder you can make him climb much faster than his normal rate—allowing him to move upward or downward fast enough to avoid oncoming barrels and ledges.

- Jumping barrels or ledges becomes easier if you jump them while Mario is moving rather than when he's stationary. This increases the size of the jump and gives you a much better chance of clearing the obstacle. After jumping a series of ledges or jumping across a ledge, try setting Mario down square on top of the obstacle.

- On the Beach screen, it's important to keep moving at all times. The waves have a tendency to move in "pulses" so if you stop moving for a moment, take cover trying to jump a wave that's near a led-

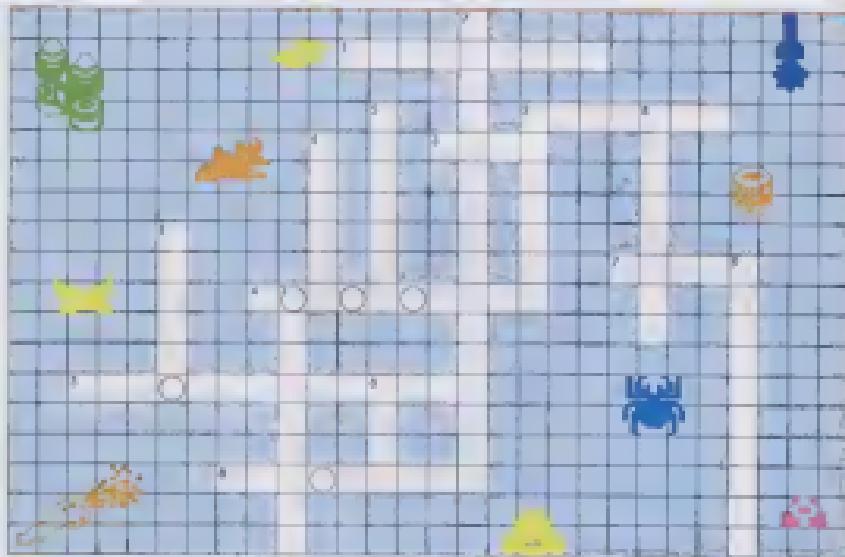


#### What's Your Strategy?

Do you have a winning strategy for *Galaxy War*? Please write us! Don't keep it to yourself! Hand it to us and it'll go into our regular column with your name address and phone number. Please send your "Strategy Tip" plus a snapshot for publication.

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# VIDEOGAME QUIZ



## ColecoVision Rhyming Crossword Puzzle

Each of the clues below describes a ColecoVision videogame or game character. Most of them were discussed in the issue of EXPLORADEE. Match the clues with the answer spaces and open up the crossword. Then, using the Bonus Clue, unscramble the five circled letters and decipher the title of an exciting new ColecoVision sports game scheduled for release later this year.

### ACROSS

1. He's so pumped up and down by his knees so bouncy that you change to a dog-watch those balls start running
2. Game uses a B button and not much bigger than everyone else for the little player
3. Around and around the screen this little guy bounces while patients pursue him through each of his bounces

4. The quest for his fortune requires patience and strength and at least one bridge each time a heightened strength
5. This wee little fellow gets into such trouble but he rescues his king then heads home on the double... twice
6. A one-eyed leader issues his orders to a gang of 100 cross-cutting soldiers
7. The ape on the roof knows word aside to me... But on the girder below what's the workman's name?

### DOWNS

1. To rescue his Daddy he's jumping and climbing just like Pippin, plus it needs perfect timing
2. This game's many levels will sure keep you busy part of its challenge is not to get there
3. The android plots of an alien race challenge you to a death deal in space
4. Where a glistening city rests in the void you seek to destroy a powerful object
5. Just as a school you wonder the halls out in some rooms...and the deadly walls

6. Have after waves the alien attack your energy shield ship where beats them back
7. In this game you must grab the wheel, tilt it up or down when a wrench you feel
8. Take out your crash test dummy! The game is so good you'll break each of your ribs
9. The planet Earth is in mind someone is what still very does it make room?

### BONUS CLUE

It's big and tough and used to score and score no-suds parading planes not to be denied! What's a ColecoVision's next sports game?



Photo © 1986 Coleco Industries Inc.

## Great New Ideas from the World of Coleco . . .

**Suggestion Box.**

At Coleco, Your Vision is Our Vision. You've got ideas for improving ColecoVision®—you might even know how to make ColecoVision® even more. Have no time to mail ColecoVision® suggestions? Just go online and send us ideas for EXPERTISE. Please put your ideas in writing (no more than one page) and send them to ColecoVision® EXPERTISE Suggestion Box, 99 Quaker Lane South, West Hartford, Connecticut 06110. Suggestion Box is your direct link to the engineers and game designers at Coleco. All evaluations will be returned to their authors in future issues of EXPERTISE. And who knows, your ideas today could be tomorrow's new ColecoVision suggestion!

**Promo-Power™  
Adapter for TURBO™  
Driving Module**

Playing at much Turbo than you're willing to buy batteries every few weeks? The solution is simple: a Coleco Promo-Power™ adapter that allows your driving module to be powered by house current so you never need batteries again. Promo-Power™ creates nearly twice the energy of a 9V battery, and is UL® approved for safety.


**It's Free! Tell 'Em You're  
"Gotta Get Home to your ColecoVision!"**

It's a hero! The official full-color Gotta Get Home to my ColecoVision bumper sticker just hit the stores round the bumpers of gameplayers everywhere. It's made of a weatherproof vinyl and can be used on bikes and notebooks as well as on car bumpers. Best of all, it's available free as an EXPERTISE subscriber! Just send us a business-size, self-addressed stamped envelope to COLECO/SKID Bumper Sticker, Coleco Inc., P.O. Box 99 Quaker Lane South, West Hartford, Connecticut 06110—and we'll mail you back our very own!



# COLECO

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COLECO '83



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